

HGZine

Issue 18 | July 2008

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

>>> **REVIEWED!**

GUITAR HERO: ON TOUR

How will the DS version hold up? Find out inside!



DS

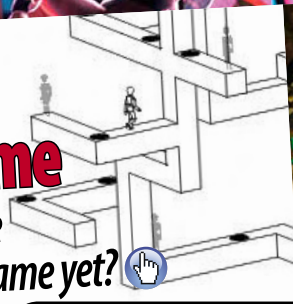
Dawn of the Dragon

The original flame-grilled whopper returns to DS

PREVIEW

Echochrome

Could this be the strangest PSP game yet?



REVIEW

LEGO Indiana Jones

Whipping the LEGO adventurer into shape



PREVIEW

Driving Theory Training

Pass first time with your DS!



>>> **REVIEWED!**

WALL·E

Pixar's latest blockbuster comes to your handheld!

PSP



REVIEW



Secret Agent Clank

Clank goes it alone



Welcome to HGZine



Well, what can we say? Another month in the gaming calendar slips by, and once more we have a couple of cracking games to talk about and play – only this month there are three diamonds in the gaming rough.

Firstly, there's Guitar Hero: On Tour for the DS, a game that really shouldn't work but somehow does, and also proves that originality and ingenious design are both still very hard at work in the games industry. More than that though, there's also the ingenious and original Echochrome and the hugely playable LEGO Indiana Jones, too.

So it's another great month for gaming and another great issue of HGZine featuring it all. There's a lot more in this issue though, but the only way to really discover it is to read it all for yourself. Go on then, off you go...

Dean Mortlock, Editor
HGZine@gamerzines.com

MEET THE TEAM

They play games for a living, drive around in fancy sports cars and live in castles made of gold – they are... the writers.



Dave Perrett
We think that Dave was a bit too fond of this month's whip-cracking action. Hmm...
PLAYING THIS MONTH:
LEGO Indiana Jones



Chris Schilling
Won the fight between Dean and himself to review Guitar Hero this month, but only just...
PLAYING THIS MONTH:
Guitar Hero: On Tour



Damien McFerran
Damien thought hard tests were behind him... how wrong.
PLAYING THIS MONTH:
Driving Theory Training

DON'T MISS!

This month's highlights



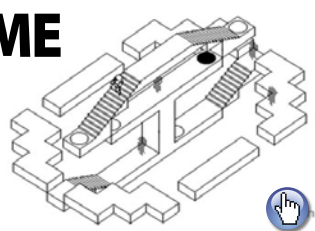
GUITAR HERO: ON TOUR

Our editor loves it, but will you?
Check out our in-depth review
and find out for yourself

PSP

ECHOCROME

Another unique puzzler hits the PSP. But what's it all about? Our two-page preview reveals all...



LEGO Indiana Jones
The man with the hat is back! It's Indy, but not as you know it...

QUICK FINDER

Every game's just a click away!

SONY PSP
Echochrome
LEGO Indiana Jones: The Original Adventures
Secret Agent Clank
News round-up
NINTENDO DS
Shaun the Sheep
Igor

Zombie BBO
The Legend of Spyro: Dawn of the Dragon
Brave: Shamen's Challenge
Ninjatown
Driving Theory Training
The Sims 2: Apartment Pets

Guitar Hero: On Tour
The Chronicles of Narnia: Prince Caspian
Wacky Races
Wall-E
News round-up
MOBILE PHONE
News
Reviews

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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

GUITAR HERO®

ON TOUR

SHRED ALONG WITH YOUR FAVOURITE TRACKS ANYTIME, ANYWHERE.

- Rock out to Guitar Hero®: On Tour using the innovative Guitar Grip™
- Includes 25 monster tracks from bands including blink-182, No Doubt, Jet, Nirvana, Bloc Party and many more
- Play in single player or multiplayer modes using local wireless



WWW.GUITARHERO.COM

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Vicarious
Visions

NINTENDO DS

Gibson

red octane

ACTIVISION

Nintendo DS sold separately



PLAYBACK OPTIONS:



CONTROL →



**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Shaun the Sheep

Any game featuring a
level with a sheep playing
guitar can't be all bad.

We think this game will be
mint... geddit? Oh, never mind.

**"The graphics capture
the charm and humour
of Aardman's creations"**

Fleece Keeper is a
minigame which
requires you to create a
ball of wool from your
friend's coat to distract
Pidsley the cat.

Though Whack-a-mole is a
fairly uninspired choice for one
of the games, the visual charm
should keep it appealing.

Shaun the Sheep

Wool ewe believe it?

**LATEST
NEWS**

What's the story?

The cute little stop-motion grass-muncher is left on his own when the rest of his flock runs away, and so he's tasked with their rescue before the farmer arrives home. There are a host of areas to explore, but to secure each woollen chum, you'll have to complete a minigame, with the selection ranging from quirky musical interludes to daring high-wire circus acts. So far so good, then.

What do we know?

The DS is awash with minigame collections, but this one definitely looks a cut above the average compendium. Though the minigames themselves aren't particularly numerous (eight in all, with a further eight taking the form of collectible slide puzzles), there are five further microgames to unlock, and three different game modes to tackle. And it looks great – the graphics certainly capturing the undeniable charm and humour of Aardman's creations. Here's hoping it plays as well as it looks.

When do we get more?

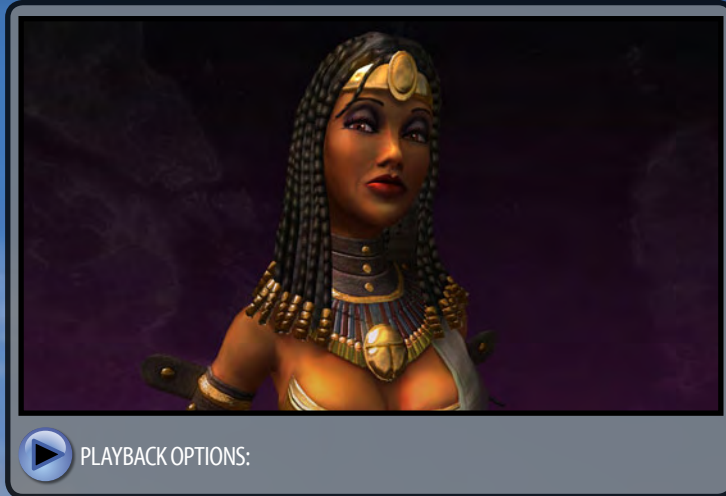
It's being released this Autumn, but we'll try our very best to go hands-on with the game before then, though.

Anything else to declare?

The game has plenty of unlockable items taken directly from the show to add to the authenticity. And characters from the series, such as Bitzer and Timmy will appear throughout the adventure to assist Shaun in his quest.

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SID MEIER'S CIVILIZATION REVOLUTION™

www.civilizationrevolution.com

13 June 2008



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Publisher: SouthPeak Games

Developer: Legacy Interactive

Heritage: Law & Order: Criminal Intent, The Apprentice

Link: www.igorgame.com

ETA: September

PREVIEW FEEDBACK!
Click here to tell us what you think of Igor

Naturally, the DS version won't look quite like this, but the visuals will remain fairly close to the Wii game.

The game has a quirky art style which follows the film's unique look fairly closely.

"You can create your own monsters, which are used to assist with the various brainteasers"

The emphasis is on exploration and puzzle-solving, rather than out-and-out action.

Igor

The hunchback of future game

LATEST NEWS

What's the story?

Igor the game is based on Igor the film, a forthcoming animated black comedy from The Weinstein Company starring John Cusack as the titular lab assistant, who harbours dreams of a future as an evil scientist while he serves another in that (apparently enviable) position already. The object of the game is to win the Evil Science Fair, with the help of pals Eva, Scamper and Brain.

What do we know?

While the Wii and PC versions of the game are more of a co-operative action-adventure, the DS game uses stylus control for some more puzzle-based action – though there will still be plenty of combat, with stylus movements used to pull off combos. You can also create your own monsters, which are used to assist with the various brainteasers, while challenging rival scientists for your much-coveted prize.

When do we get more?

There's a tentative date of September for the game, which coincides with the film's US release. It doesn't reach UK cinemas until October, so we may get it a little later.

Anything else to declare?

No word on whether his voice will feature in the game, but the film's Dr. Schadenfreude is played by none other than Eddie Izzard, who's carving out quite the career for himself in Hollywood these days.

Publisher: Gammick Entertainment
Developer: EnjoyUp
Heritage: Chronos Twins
Link: www.gammickentertainment.com/zombie
ETA: October

PREVIEW FEEDBACK!
Click here to tell us what you think of **Zombie BBQ**

You slide the stylus across the screen to move forward, though only after you've taken out a wave of enemies.

Zombie BBQ is evidently not for the squeamish – expect some explosive boss encounters, plenty of blood and flying limbs.



"A legion of the undead has risen to chow down on the Three Little Pigs"

You'll be able to upgrade your arsenal as you progress – simply touch the appropriate icon to choose from all available weapons.



Zombie BBQ

Chargrilled undead, anyone?

LATEST NEWS

What's the story?

Well, it's Little Red Riding Hood's Zombie BBQ, to give it its full title. The fairytale do-gooder has saved her granny from the big bad wolf, but all is not well in the forest. A legion of the undead has risen to chow down on the Three Little Pigs, Pinocchio and anyone else they can sink their teeth into. So it's up to Red and her pal Momotaro to put a stop to the invasion.

What do we know?

It's a third-person rail shooter, which uses simple stylus controls to take down the waves of zombies. Swipe nearby enemies for a melee attack, select a ranged weapon and tap your enemies to fire bullets from a safe distance, or double-tap on Red or Momotaro for a 'sexy dodge'. Yes, in this twisted fairytale, Red's a little older (and more scantily-clad) than usual, with plenty of cleavage on show amid the guts and gore. So it's safe to assume that this is not one for the kiddies, then.

When do we get more?

It's set to arrive in the fourth quarter of this year. We'll update you on the official release date in a later issue soon.

Anything else to declare?

You may well have to destroy the granny you once saved – and she's not the only zombified one. Sleeping Beauty isn't exactly an accurate title for the now monstrous princess.



iNcOmING

Coming to a dualscreen near you!

DS

Disgaea DS

Publisher: Atlus | ETA: TBC 2008

The PS2 strategy-RPG has already arrived on the DS in Japan, and looks set to wow a few more when it lands Stateside in a couple of months. With some wonderfully tactical battles, a cracking sense of humour, and a whole boatload of memorable characters, this deep and engaging brain-tickler will likely keep you glued to your DS for weeks, if not months.



DS



C.O.R.E

Publisher: Conspiracy | ETA: TBC 2008

It's good to see developers really trying to push the DS's technical capabilities, and C.O.R.E. certainly does that, even if first-person shooters aren't ideally suited to the handheld. Yet Polish team NoWay Studio has made a DS FPS look like an appetising prospect, showing off some genuinely stunning shots and footage of its latest title. The game will have fourteen large levels and a multiplayer mode – let's just hope the gameplay can match up to the impressive tech specs.

PSP



Blood Bowl

Publisher: Focus Home Interactive
ETA: Q4 2008

Fans of Games Workshop's popular tabletop strategy game will be pleased to hear that the videogame adaptation is looking very good indeed. The game itself is a little like a brutal version of American Football, or a creature-filled Speedball 2. Its crunching gridiron action features a whole host of teams competing for the titular tournament, and we think that it should be incredibly fun to play. We will be hearing more about this game in the next couple of issues.

DS

Subbuteo DS

Publisher: 505 Games | ETA: September

One of the most bizarre licences we've ever seen, Subbuteo DS is such a mad idea, it might just work – indeed, it could probably only work on DS. The top screen shows an overhead view of the pitch, while the touchscreen allows you to adjust your player positions, while the onscreen finger is manoeuvred with the stylus to flick the current player accordingly. With Wi-Fi online play and comprehensive customisation options, this looks pretty flicking good. We'll bring you more on this intriguing new title next month.



SNK Arcade Classics Vol. 1

Publisher: Ignition | ETA: Autumn 2008

With Metal Slug 7 heading to the DS this Autumn, Ignition has made sure PSP owners aren't left out by localising this compilation of sixteen classics from the Japanese arcade masters SNK. Beat-'em-up fans are well served with versions of Burning Fight, Art of Fighting and King of Fighters rubbing shoulders with platformer Magician Lord and shooter Last Resort. It's a packed compendium with few weak links, which should provide significant bang for your buck. Great stuff.



PSP

Pro Evolution Soccer 2009

Publisher: Konami | ETA: Autumn

With FIFA reigning supreme last year, it's high time Konami's previously impeccable footy series upped its game. This year's iteration promises updated visuals with enhanced player likenesses, brand new options which will allow players to better customise their PES experience to their own tastes, and a host of new moves, all allied to a vastly superior online system. No word on what the 'innovative new control elements' will be, but it looks like Konami has made giant strides this time round.



PSP

COMING
SOON

Hellboy: The Science of Evil (PSP) (August)... The Mummy: Tomb of the Dragon Emperor (DS) (8th August)... Spore (DS) (5th September)... Midnight Club: LA Remix (PSP) (19th September)...
Dungeon Maker (DS) (19th September)... Pipemania (PSP) (26th September)... Unsolved Crimes (DS) (24th October)... Monster Jam: Urban Assault (PSP) (Autumn)

MOBILE NEWS



Top Gear: The Mobile Game

Publisher: Gameloft | **Release date:** Late 2008

Love it or loathe it, there's no denying that Top Gear is a thoroughly successful television program. Recently the show has moved away from hardcore car worship to more lighthearted and accessible entertainment, and this shift is further supported by the news that Gameloft intends to release an official mobile videogame sometime soon. It's not yet known if Jeremy Clarkson's terrible sense of fashion will make the crossover, though...

Rally Master Pro

Publisher: Fishlabs | **Release date:** July

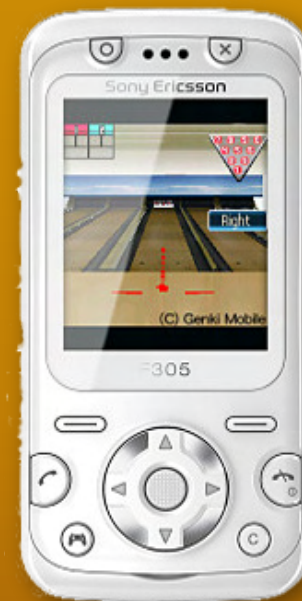
Great-looking 3D driving games are fairly common on mobile phones these days but we nevertheless find ourselves very excited by the visual flare displayed by Fishlabs' upcoming racer Rally Master Pro. Boasting exceptionally detailed graphics, 27 different tracks to race on and realistic damage that both warps and deforms the look of your car, this promising game has the potential to be an essential purchase.



Battlestar Galactica

Publisher: Glu | **Release date:** Out now (US)/ UK TBC

The updated TV series may be nearing its conclusion but that hasn't stopped Glu from releasing a mobile phone adaptation. Predictably it's a shooting title set in space, but to its credit, the visuals are rather lovely and there's the obvious appeal of taking on the iconic enemy that is the Cylon – although to be brutally honest, we always considered them scarier in the Seventies original. This is currently US-only but we would imagine a UK release is likely sometime soon. Look out for a review in the coming months.



Sony Ericsson F305

Publisher: Sony Ericsson

Release date: Mid-to-late 2008

It's been rumoured for quite some time that Sony is working on a 'PlayStation phone', and while the recent announcement of the F305 might not go far enough to appease some gamers, it's certainly a step in the right direction. It offers improved control, motion-sensitive gaming capabilities and a dedicated gaming service called 'Play Now', so could this be the phone of choice for videogamers?



The Dark Knight

Publisher: Glu | **Release date:** July

The follow up to the Batman Begins film was always going to be eagerly awaited but the tragic death of actor Heath Ledger – who plays a modern, edgier Joker in the new flick – has understandably increased interest in the upcoming action title. A mobile phone release is also planned, and it comes in the shape of a 2D platforming affair, with plenty of combat and even a bit of stealth thrown in for good measure. Look out for the Caped Crusader soon, as he'll be swinging onto your favourite game website any day now.

Spyro: Dawn of the Dragon

It's the dawn of a new era of Spyro gaming...



Spyro has been a huge game character for years now. He started off in one of the first decent 3D platformers on the original PlayStation, and over the years his games have evolved into some of the most playable titles on any platform. Dawn of the Dragon is the last game in the Legend of Spyro trilogy, and we caught up with the game's Producer, Andrea Blundell, for the full lowdown...

This is the last game in the Spyro Legends trilogy. What can we expect to see in the culmination of the plot arc?

Spyro: Dawn of the Dragon DS builds on the platform elements seen in the previous Spyro games, with a big focus on combat interactions. The player will encounter numerous opponents throughout the vast environments, each with their own strengths and weaknesses. There has also been a focus

The graphics look stunning, and are an improvement on the last Spyro game on DS.



You'll have plenty of boss battles to look forward to.

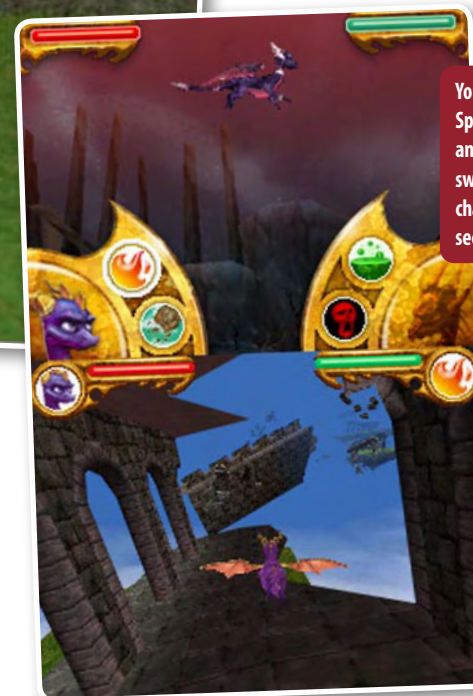
on providing the player with epic boss battle situations. The game also features an all-star voice talent cast, including Elijah Wood as Spyro, Gary Oldman, Christina Ricci, Mark Hamill and Wayne Brady.

What can you tell us about the storyline in this title?

In the last in the Legend of Spyro trilogy, Spyro's mission is to prevent the world being swept into darkness. This is a more mature Spyro, who strives to fulfil his prophecy as a purple dragon in order to defeat the dark master Malefor. To achieve this he teams up with Cynder – previously his enemy – and together they navigate and battle their way through unfamiliar lands and challenges.

What gameplay style is reflected in the DS version? Will fans of the console titles get a similar gaming experience? Is Cynder playable?

"The DS version of the game has two different game modes"



You can play as either Spyro or Cynder – and you'll need to swap between the characters for different sections of the game.

The DS version of the game has two different modes – platform and flight. Platform mode gives the player traditional side-scrolling platform action, which is based mostly on combat and puzzles. Flight mode allows players to fly through the environment, giving them creatures to attack and obstacles to dodge. There is also a boss mode in which the player goes head-to-head with a much larger opponent. Also, as we mentioned before, Cynder is a





Keeping a firebreathing dragon in such an enclosed space is not a bright idea.



All your game elements are shown on the top screen.

"The team has done an amazing job, given the amount of features they've crammed in"



> Interview continued

playable character in Spyro: Dawn of the Dragon DS. She is quicker than Spyro, but also weaker. The player will be required to take advantage of swapping between the two in both the platform and flight modes.

What other new features can gamers expect?

Dawn of the Dragon introduces players to the elemental abilities of Cynder, as well as Spyro. Her elements are Fear, Poison, Shadow and Wind, and each of them has a different effect to those of Spyro. Some opponents will be more vulnerable to certain elements, while others may be invulnerable to them

completely. The player must find out which elements work against certain creatures, and which ones do not. This way they can become more effective in combat situations. All of the elements can also be used in a melee context with the 'elemental strike' manoeuvre. This will cause extra damage and potentially exploit a creature's vulnerabilities.

What's your personal favourite part of the game?

The combat system is a very satisfying experience when you understand how it works. It's an 'open' style combo system which allows the player to create their own combos by using different sequences of manoeuvres. Elemental strikes and breath attacks may be

incorporated into a combo and it's also possible to 'juggle' and 'air combo' opponents. It's rather rewarding to see a large number popping up on the combo counter.

What was the hardest part of developing the new Spyro game?

The time frame. This project was pretty ambitious right from the start. The goal was to incorporate the two different styles of gameplay (platform mode and flight mode), as well as the multiple boss battles. Then we added in a different approach to combat, new elemental abilities, an experience system, enemy variations, puzzles and more. The team has done an amazing job, given the amount of features we've crammed in.

Have you used the DS's unique features (touchscreen, mic, etc)?

The touchscreen has been incorporated into the flight mode, boss mode and UI screens, however it is not used during platform mode. ●



SPYRO: DAWN OF THE DRAGON
Publisher: Sierra
Developer: Etranges Libellules
ETA: October

Publisher: Sony
Developer: SCE
Studios Japan

Heritage: PaRappa the
Rapper, LocoRoco

Link: www.us.playstation.com/PS3/Games/echochrome
OUT NOW

Echochrome

Prepare to look at games from a whole new perspective with this innovative puzzler

Looking at things from a different angle can give them a completely new perspective, and nowhere is that more apparent than in Echochrome. Part Lemmings, part puzzle game and part head mash, you have to guide your small men through the puzzles, moving the puzzle with the D-pad to get them through. The twist is that the physics of the puzzle depend on which perspective you've

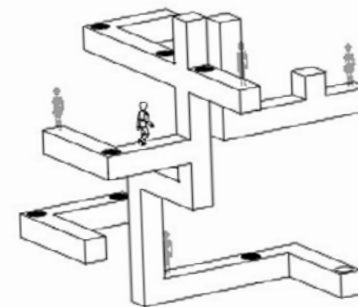
moved it to, so if you turn it 180 degrees, down becomes up and up becomes down. Initially this seems confusing, but it's actually quite simple, and after a play through the short tutorial, you'll get to understand Echochrome's five basic principles.

There are five laws that govern how you play: you can join up gaps in the pathway by changing the perspective so that gap is hidden from

"The twist is that the physics of the puzzle depend on which perspective you've moved it to"

view (if you change the perspective so two paths appear to be touching, they are), you can stop the character from falling off the puzzle when they drop through a hole by moving a platform below the hole, you can make holes disappear by hiding them behind part of the puzzle, and you can make your character jump from one section of the puzzle to another when they walk on a special spot. It's simple enough, and this does all take a while to get your head around, but once you understand that all this is done by simply rotating the puzzle through three dimensions, it soon all clicks into gear.

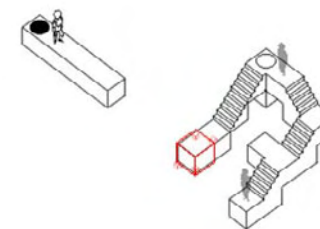
Perhaps not surprisingly with a game like this – that doesn't really fit neatly into a conventional genre – Echochrome is quite tough to get into at first. Its simplicity is almost an obstacle in this respect, because



Once you've worked out what's going on, you'll soon be manipulating the puzzles to your benefit.

ECHO BEACHED

Picking at Echochrome's itchy gameplay scabs



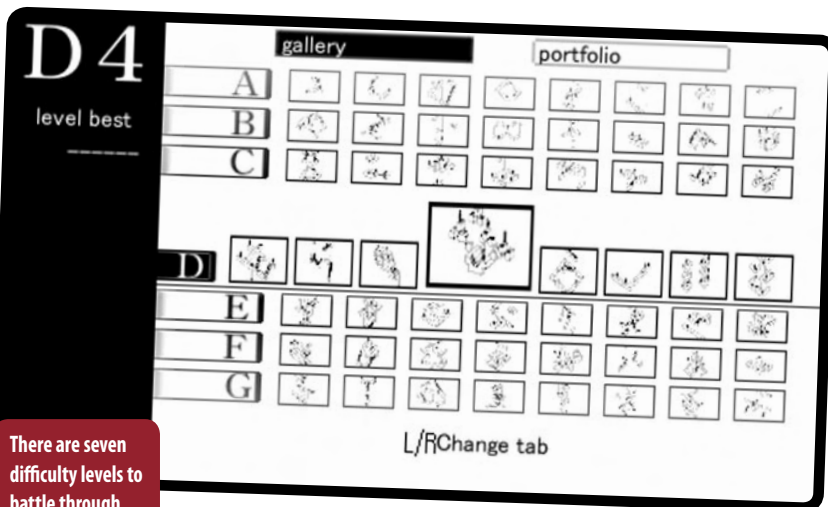
Create your own

Come together

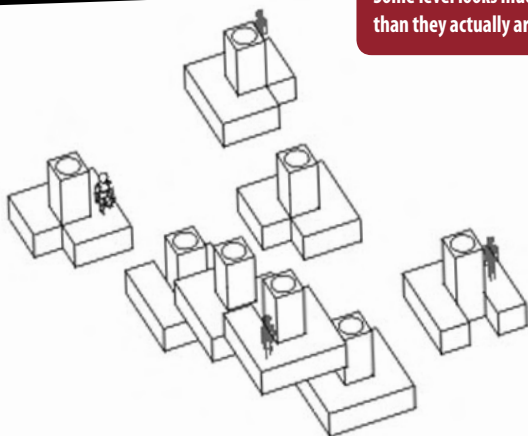
No limits

Create your own

There are 56 stages of varying difficulty to play through, but if that isn't enough for you, you can make your own using the level editor and then, using ad-hoc mode, challenge your mates to find their way around them.



There are seven difficulty levels to battle through.



Some level looks much harder than they actually are.

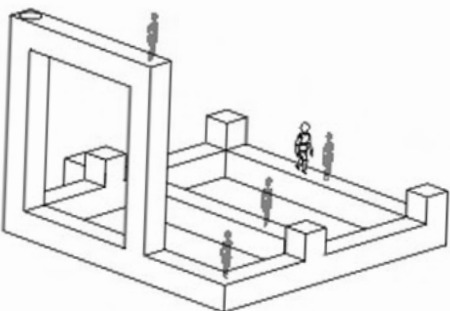
> Echochrome continued

although you have a practical idea of how the five basic principles work, actually putting them into practise to complete a level is a tough proposition. Because of this, the early stages of the game could put quite a few people off. This is the sort of game you either get the hang of and love or get confused

by and hate, and the initial few puzzles will help to decide which of these camps you fall into. However, patience and persistence bring their rewards, because once you play through and successfully complete the first few stages then you'll find your feet and start getting to grips with using the principles to your advantage in a

pressure situation. Besides, any game like this – which is wholly original and very different to anything you've played before – takes time to get used to, and this puzzler is all about the mental challenge and thinking laterally. If you're looking for some fast-paced, throwaway action, look elsewhere.

Echochrome is both innovative and very different, and because of this it's going to be like nothing you've ever played before. Its oddness is not going to appeal to everyone, but thanks to features like a quirky classical soundtrack and a narrator that sounds like she should be describing food on an M&S advert, it could well turn out to be a beautifully weird masterpiece. Review next month... ●



If you only ever watch one game tutorial in your life, make sure it's this one; otherwise you won't have a clue!

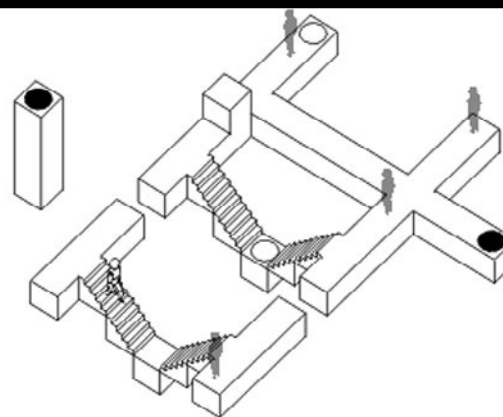
"This is the sort of game you either get the hang of and love or get confused by and hate"

Before you begin a level, you can move it around to see how you may be able to complete it. Then, when you press X, your men can start walking...



thinking

Roll over screen for annotations



PSP

HGZine

echochrome

HOW COMPLETE?

95%

FIRST IMPRESSIONS

85%

Echochrome is very weird and very wonderful

Publisher:

SouthPeak Games

Developer: Collision Studios

Heritage: 300: March

to Glory

Link: N/A

ETA: August

**PREVIEW
FEEDBACK!**
Click here to tell
us what you
think of *Brave:
Shamen's
Challenge*

Brave: Shamen's Challenge

Are you courageous enough to tackle this puzzler?

The puzzle genre is very well-represented on the DS, with titles ranging from Polarium, through the thoughtful Picross to the frantic Meteos. Joining the latter – and tile-matching king Planet Puzzle League – is SouthPeak's forthcoming *Brave: Shamen's Challenge*, which once again tilts the DS onto its side to curry favour with the Brain Training crowd.

In truth, the vertical hold is more down to the game mechanics than anything else, with that particular viewpoint allowing the play area room to breathe, and the player to react to the tiles falling into place. So what does *Shamen's Challenge* offer to make it stand out in a crowded genre? Well, for starters it's got some superb presentation, with our Native American hero's world represented via colourful handpainted displays, and lush outdoor backdrops. Rather than just provide a series of unconnected levels, developer Collision Studios has implemented a Story mode which involves Brave mastering Shamanic arts to gain additional powers as he progresses through the game. The idea is that he's facing off against a series of threats against his people, and while we'd be the first to suggest fighting them off might be the usual way of things, evidently the more civilised societies of *Brave's* world prefer to engage in battles of wits. You'll use your stylus to move the blocks around to match several of the same type – as you'd expect – but also to draw a series of

"The game tilts the DS onto its side to curry favour with the Brain Training crowd"

spells, which allow you to burn tiles away, or zap them with lightning if you're in trouble. Which you probably wouldn't expect.

Three different Battle modes are offered. Standard versus battles are won by the last player standing, while energy bar battles require you to defeat your foe by depleting his life in a time-limited game. Meanwhile, Time Attack games require you to collect a certain number of a given tile before the clock runs down. There's little here that you won't have seen in countless games before, but it's the style with which it is done that impresses.

It's far from the most original game we've seen, but *Brave's* mechanics are solid and its style has a lot of charm. One to watch, we reckon. ●

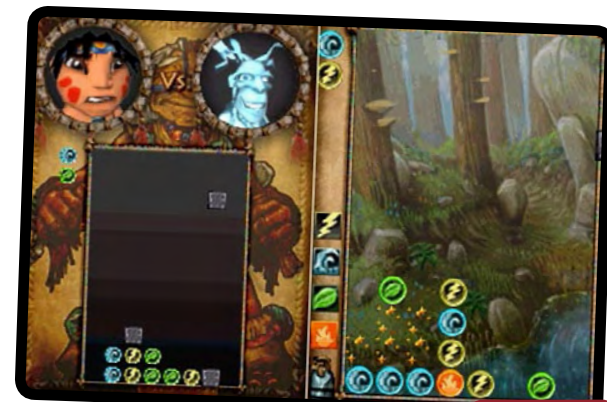
The game will feature several fearsome monsters for you to battle against throughout its sizeable Story mode.



AH, BRAVE! I SEE YOU'VE BEEN LEARNING THE WAYS OF MAGIC



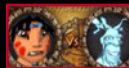
Lightning spells will zap away extra ones for you.



It's not the most original puzzler, but it does have its own charm.

DS

HGZine



HOW COMPLETE?

90%

FIRST IMPRESSIONS

80%

A perky little puzzler with bags of charm

Ninjatown

Publisher: SouthPeak
Developer: Venan Entertainment
Heritage: SpongeBob's Atlantis Treasures (mobile)
Link: www.ninjatown.com
ETA: October

Tower Defence action with some disarmingly cute stealth assassins

The brainchild of former videogame journalist Shawn Smith, Ninjatown is a strategy game with a difference. Featuring such cute characters as Wee Ninja, Old Master Ninja and the perplexingly named Anti-Ninja, this quirky and appealing title is shaping up very nicely indeed.

If you've played one of the numerous 'Tower Defence' clones that are available on the PC, then you'll have a good idea of what to expect here. It's your task to protect the peaceful inhabitants of the titular Ninjatown from the unwelcome advances of nefarious forces flowing from a recently erupted volcano. To do this you must carefully inspect the map and decide where to place your

defenders and fortifications. Naturally you only

have a certain amount of currency to spend (which comes in the form of Ninja Cookies), but for each invader you successfully send packing, more cookies are earned.

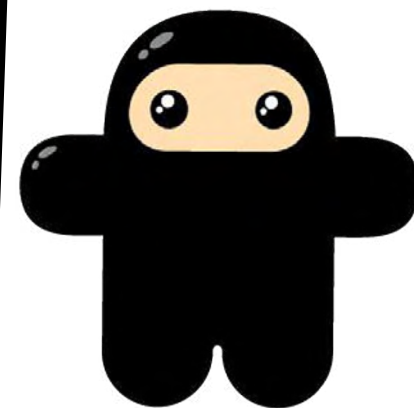
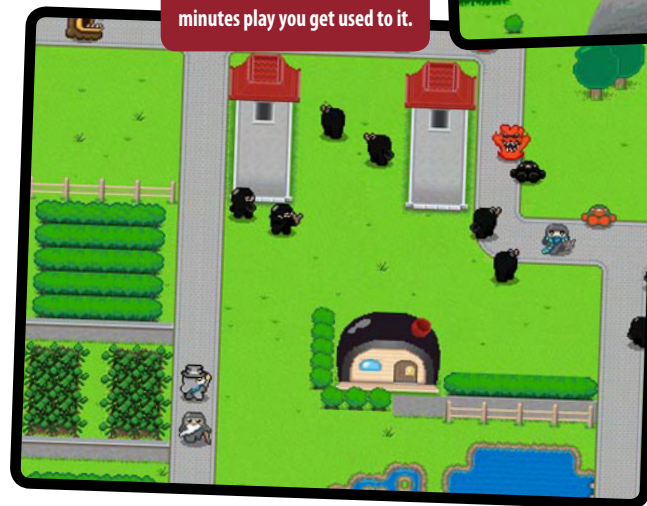
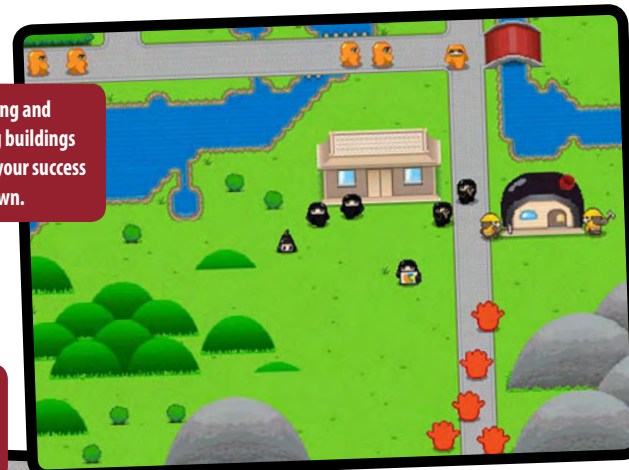
Because each of your Ninjas has different abilities, it's essential that you carefully consider where you place them – as sloppy strategy will result in your town being overrun. If more than 20 bad guys break into your central HQ then it's game over for Ninjatown and its populace, so you'll need to be careful.

Thankfully, Old Master Ninja is on hand to provide some useful assistance from time to time. He possesses two handy special attacks that make your job a heck of a lot easier; one allows you to take out enemies simply by tapping them with the stylus and the other generates a massive gush of wind which

"It's your job to protect the peaceful inhabitants of the titular Ninjatown"

Constructing and upgrading buildings is vital to your success in Ninjatown.

It all looks a bit overwhelming in this shot but within a few minutes play you get used to it.



A TOWN CALLED NINJA

Time to meet the locals...

The inhabitants of Ninjatown are a strange bunch. In addition to the Wee Ninjas and Old Master Ninja, there's Business Ninja (complete with formal tie), Consultant Ninja (fond of pie-charts and graphs), Ninja dropping (quite literally a ninja turd) and the cute and cuddly Baby Ninja.

scatters the evildoers – naturally, this is achieved by the player blowing on the DS's microphone.

Ninjatown is a refreshingly original take on what is a fairly well-known concept. The cute art style certainly gives

it a personality all of its own and the zany humour is certainly engaging and amusing. What's more, this type of game is perfectly suited to the DS, so we think it could be one to watch out for. ●

HOW COMPLETE?

75%

FIRST IMPRESSIONS

80%

Cute visuals belie what could be a deep game

Driving Theory Training

Mirror, Signal, Stylus

Is there no end to the flood of casual games hitting the DS? We've had Brain Training (and its clones and spin-offs) and Cooking Guide, and now Atari is bringing us Driving Theory

Training. It's clear that Nintendo's handheld has transcended the notion of being just another gaming device.

Officially licensed by the Driving Standards Authority and packing the complete set of questions for the Driving Theory test (as well as a copy of the Highway Code), this is more like an

"Driving Theory Training has the potential to be a massive seller"

interactive hint book than a fully-fledged videogame. Atari promises that other activities will be included as well, such as ways to learn about road safety in a fun and entertaining fashion. We assume this doesn't mean a 'playing chicken with traffic' mini game.

Putting our initial scepticism aside for a moment, this isn't actually that bad an idea when you really think about it. Theory test help books and DVDs can often set you back almost the same price as a DS game, and assuming Atari is savvy enough to retail this at under £20, it makes a lot of sense. It also has the potential to be a

massive seller when you consider how many parents are aware of the DS and its practical uses – when they are pick their offspring's next piece of software, we're willing to bet they will view this as an investment as well as a slice of portable entertainment.

Of course, there's the issue of what you will do with the game once you've passed your test and it no longer has any use, but we have to admit we've pleased to see the DS being used in such an intriguing manner. ●



Just like the real thing

As well as containing all the fiendish questions that feature in the theory test, Driving Theory Training also allows you to take mock exams to gauge when you're ready to tackle the real thing. Several DVD packages do the same thing but the DS version has the added benefit of portability – just don't take it into the exam with you...



I think one means 'Evel Knievel stunt show ahead'.



Still images help to spice up the appearance of the game.



HOW COMPLETE?

90%

FIRST IMPRESSIONS

70%

Road safety has never been so much fun

One of the parking mini-games in action.

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DS

Guitar Hero: On Tour

Can Vicarious Visions recreate the Guitar Hero experience on DS?

Publisher: Activision

Developer:

Vicarious Visions

Heritage: Spider-Man 3,
Tony Hawk's Proving Ground

Link: www.guitarhero.com/ghot

OUT: 18th July

**REVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Guitar Hero:
On Tour

There's some
amazing 3D work
going on here.

We think it's fair to say that the collective eyebrow was raised among the gaming community when Activision announced that they were bravely planning to bring Guitar Hero to the DS. Surely a game that relies so heavily on the guitar-shaped peripheral for its success couldn't possibly succeed on a console that's not much larger than a packet of butter? Well, the good news is that Activision (with the enormous help of the developer Vicarious Visions) have managed the seemingly impossible, but it's also fair to say that there are a few reservations, too.

Getting the gripes out of the way first, as you'd expect, Guitar Hero: On Tour just doesn't feel the same without at least the pretence of a guitar in your hand. It's one thing to have what looks like a Fisher Price guitar slung around your neck, quite another to have your hand strapped to a portable console with a quirky peripheral functioning as the fret buttons. No matter how well-made the Guitar Hero Grip is, it was always going to look a bit weird.



There are several Gibson guitars to choose from, with each carrying alternative finishes, unlocked by completing certain songs, or multiple songs on a certain difficulty.

And that's because the game's developer, experienced handheld team Vicarious Visions, has had a tremendous attempt at retooling the Guitar Hero experience for the handheld. It might not feel like the home console versions, but it looks and plays very similarly indeed – and that's something which deserves high praise. The fact is that Guitar Hero: On Tour is just about as good as it could possibly ever be.

As with every other Guitar Hero game, you start out in a small-time

band, hoping to work your way up to the big league. This is accomplished by performing a series of tunes by hitting the coloured buttons on the provided peripheral (which plugs neatly into the DS's GBA slot) in time with the falling gems shown on the scrolling fretboard. Of course getting your fingers in position is only half the job, with your



Roll over screen for annotations



Easy mode just uses the first three frets, with the other difficulties spanning all four.

Though the sound is very light on bass through speakers, stick a pair of decent headphones on, and it's surprisingly meaty.



During Guitar Duels, you need to tap the appropriate icon on the touchscreen to set off a power-up.



"Multiplayer is loads of fun, although there aren't any single-cart download options"

> Guitar Hero continued

plectrum – the provided 'stylus pick' – strumming the strings on the touchscreen half of the DS.

With four buttons instead of five, you might find a few more elaborate bits of fingerwork on the earlier difficulties than normal, but the note placement is generally excellent, while the soundtrack covers a wide range of genres, with poppier tracks like Maroon 5's This Love mixing with hard rock from Ozzy Osbourne and Indie from Bloc Party. From Nirvana to No Doubt, it's an effectively eclectic mix that only suffers from shoving most of its cover

versions together towards the end. The game's Guitar Duels mode adds longevity once you're done with the standard Career mode. Here you must hit special bonus gems for power-ups to spoil your opponent's fretwork, while recovering from any sent to you – like shirts to be autographed with the stylus, or sudden difficulty increases. The multiplayer – competitive or co-

operative – is loads of fun, although unfortunately there aren't any single-cart download options.

Some tremendous presentation and superb sound – you'll never doubt your DS speakers again – round out a great package for a game which inevitably still falls short of its console forebears. While no-one will think it's the best Guitar Hero game out there, it definitely deserves an A plus for effort ●

Dean Mortlock

HOT TO ROCK

Turning it up to 11...



It's gripped **Rock on!** **Let battle commence**

It's gripped

Slide your hand into the Guitar Grip and adjust the strap so that it's comfortable. We advise leaving a bit of room, as otherwise you'll get severe hand cramp. Be sure to take regular breaks, too. Do that, and you're all set to get rocking. Oh, but make sure you've removed the special plectrum-shaped stylus from its holder first.

HGZine Verdict *The guitar may be missing but Guitar Hero: On Tour is still good fun*

DS

Looks and sounds the part

Eclectic soundtrack works

Fans will miss the guitar

8

PSP

LEGO Indiana Jones: The Original Adventures

Relive the best bits from the first three films in this fun-packed adventure



Publisher: LucasArts
Developer: Traveller's Tales
Heritage: LEGO Star Wars
Link: www.lucasarts.com/games/legoindianajones
OUT NOW

REVIEW FEEDBACK!
Click here to tell us what you think of LEGO Indiana Jones

Let's face it, most film licenses turn into games that are only fit to be filed under 'crushing disappointment'. So prepare to crack a whip with joy and head to the desert to nick some ancient artefacts, because LEGO Indiana Jones: The Original Adventures is really rather good fun.

The game's story follows that of the first three films, with stacks of the small construction bricks chucked in for good measure. You have to work your way through the levels, completing the fairly simple puzzles by building things, digging up keys and other items, and beating up enemies. Once a level's

Indy's whip makes a useful tool for grabbing items that are far away.



"Free Play mode allows you to take control of up to eight characters"

complete you'll move on to the next in the sequence. But that's really only the start of it, because one of things that makes the game so much fun and such an enjoyable challenge is that you can go back and play the levels over and over again in Free Play mode.

Rather than having just two characters at your disposal – as you do in Story mode – Free Play mode allows you to take up to eight different characters with you. Each of the characters has their own special attribute, and you can switch between them at any time while you're playing, making use of their different skills to search out hidden treasure chests and

collect everything to 100% complete each level. This helps to give the game a huge replay value, and it ensures that coming back is both enjoyable and packed full of new surprises that you didn't find the first time around.

There are a couple of annoyances that take a bit of the shine off the fun of it all, though. First, you can get a bit lost behind scenery and, most frustratingly of all, some jumps have to be pixel perfect, which is doubly difficult when you can't quite work out where exactly you are in the pseudo-3D world. Forget



There are more than 60 characters to unlock in the game.



As well as solving puzzles, you'll need to collect and find lots of hidden treasures in the game.

about these niggles though, and you're left with an addictive, if a bit easy, tongue-in-cheek romp which, thanks to the superb replay value and excellent LEGO depiction of the films, is well worth a prominent place in your games collection. ●

Dave Perrett

HGZine
Verdict

Great fun from start to finish and packed full of surprises, too

PSP

- Great replay value
- Loads of comedy moments
- No multiplayer

8

DS

The Chronicles of Narnia: Prince Caspian

Publisher: Disney

Developer: Fall Line Studio

Heritage: Spectrobes II,
Ultimate Band

Link: <http://disney.go.com/disneyinteractivestudios/product.html?platform=ds&game=narnia>
OUT NOW

**REVIEW
FEEDBACK!**
Click here to
tell us what
you think of
The Chronicles
of Narnia:
Prince Caspian

Will you have a ball with this Prince Charming?

As the summer blockbuster films hit the multiplexes, then you can bet your last dried-up piece of popcorn that a host of limp and uninspiring computer games will surely follow... limping, shuffling and groaning like bored extras from Shaun of the Dead.

Too harsh? We think not. Developers can argue that there's rarely enough time to produce an original movie license, and even when they are blessed with a long schedule, the movie companies are so protective that everything has to be checked and sanitised to ensure that it fits in with the film's 'Unique Selling Points'.

Which brings us neatly to The Chronicles of Narnia: Prince Caspian, and I think you know what we're going to say. We're going to say that although there's nothing actually that wrong with the game per se, it's so uninspired, flat and formulaic that any charm and style that it might have carried over from the film is quickly lost.

There is a slightly glimmer of originality in the combat though, as the

game uses a minigame approach to fighting, where your success in it will determine how well you do in the scrap ahead.

As action-RPGs go, then the Prince is somewhere lurking in the middle. We can honestly say that we did like the combat sections and the clever and original use of the stylus when fighting, but the rest of the simply doesn't match up to it. Watch the film or read the book by all means, but you might want to skip the game. ●

Dean Mortlock

MORTAL COMBAT

The game's one saving grace...

As we mention in the main copy, the one element of Prince Caspian that we really enjoyed was the combat. There are six classes in total and each one has its own unique attack pattern – you trace swords with some, while archers make you play a target game. It's a nice idea, and as you upgrade your character, so the games evolve, too. It's a nice touch, and also a real pity that this originality wasn't extended to the rest of the game

Although generally average, the graphics do impress on occasions.



There are plenty of battles to wade through, so always be on your guard.

HGZine
Verdict

Not dreadful, but not the game it could have been either

DS

- Great battle sequences
- Average gameplay
- Formulaic film license

6

PSP

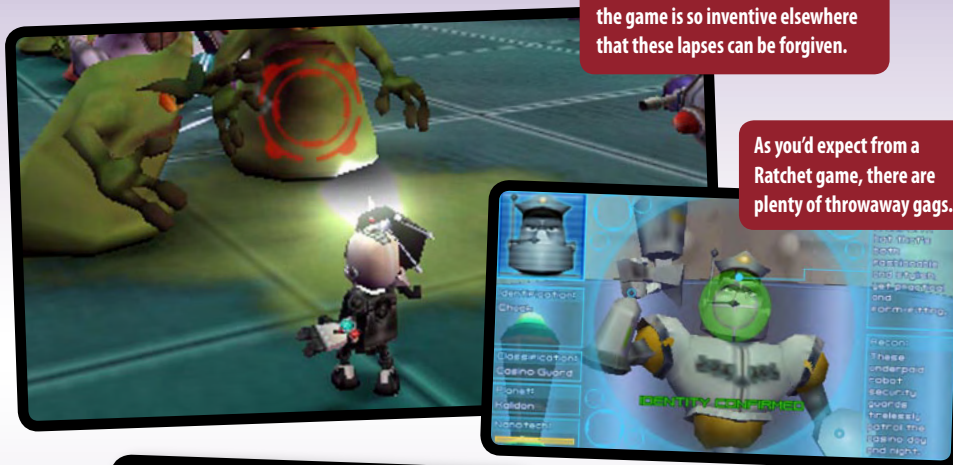
Secret Agent Clank

Ratchet's robot pal gets into some high-kicking spy jinks

Having spent so much time as a sidekick, often relegated to minigame bit-part roles, the odd acidic wisecrack or the occasional brief platforming interlude, it's high time Ratchet's diminutive compadre got his own game. And, as befits a character that's experienced a whole host of gameplay styles, it's more of a mash-up than a straight-out platform shooter like the Ratchet games most definitely are.

With Clank's Lombax pal in prison, framed for a jewel theft, the tiny robot dons a tux and goes all 007 in an attempt to rescue him.

Considering it's his first leading role, it must be frustrating for the little guy that Sony doesn't trust him enough to carry his own game alone. Though Ratchet is incarcerated for much of the game, he still manages to get plenty of screen time, with plenty of arena battles interspersed between Clank's more stealth-based stages. Not only that, but Captain Qwark joins the party, his stages constructed from tall tales he's relaying to his biographer. And when Clank is incapacitated, you take



Towards the end, High Impact does seem to run out of ideas slightly, but the game is so inventive elsewhere that these lapses can be forgiven.

As you'd expect from a Ratchet game, there are plenty of throwaway gags.

"Though Ratchet is incarcerated for much of the game, he still gets plenty of screen time"

control of his even smaller chums – the Gadgetbots – who must solve some rudimentary puzzles to reach and save their master. While this may seem a little disjointed, the variety in gameplay means it rarely gets repetitive – even Clank himself gets involved in some rhythm-action laser dodging antics, the later examples of which are incredibly tricky to emerge from totally unscathed.

As is usually the way with third-person titles on PSP, the camera can be something of a problem – indeed, the game suggests switching to an 'active camera' mode should you be struggling with the manual controls on the shoulder buttons. The 'Simon Says' stealth takedowns get old rather quickly, and the initial softly-softly approach gives way to a far more traditional Ratchet experience once you're upgraded with the various spy gadgets. But with plenty of bonus missions and some genuinely funny dialogue, you'll be in double-o-heaven with this Secret Agent. ●

Chris Schilling

MIXING IT UP

Why there's rarely a dull moment



Prison break

Operatic violence

Card sharp

Prison break

Though Ratchet's stages can be a bit of a slog, once you've finished each one you can tackle some variations on the standard arena battle, each of which you have to complete while fulfilling certain conditions – like having to keep swapping weapons after ten seconds. Similarly, Ratchet's Gadgetbots get multiple sidequests once you've completed the story-specific mission.

HGZine
Verdict

This riotous robotic romp is a fine addition to the Ratchet family

PSP

- 👍 Bags of charm and variety
- 👍 Inventive puzzles
- 👎 Arena stages are dull

8

PSP



Publisher: THQ
Developer: Heavy Iron Studios
Heritage: The Incredibles, Ratatouille
Link: <http://wall-e.playthq.com>
OUT NOW

**REVIEW
FEEDBACK!**
Click here to tell
us what you
think of WALL-E



While most levels require the use of different blocks for its puzzles, there's a bit of variety thrown in with a space-set shooting stage.

WALL-E

Does THQ's tie-in have a sprinkling of that Pixar magic?

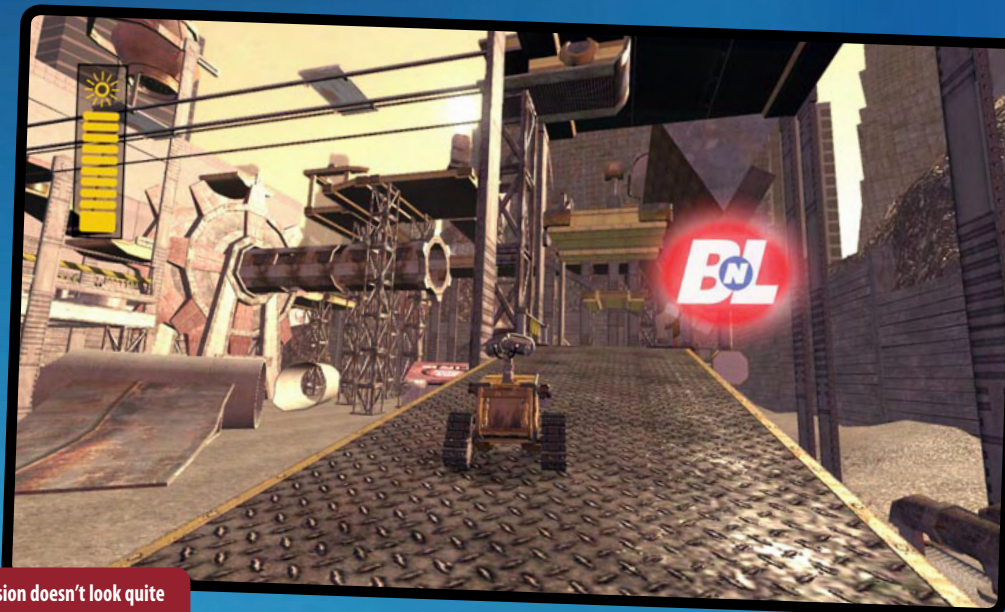
It's great to see a movie licence that really tries hard not only to capture the spirit of the film it's related to, but also to attempt something outside the norm. Rarer still, do you find one whose gameplay doesn't seem contrived, but which actually makes sense in the wider context of the film. As an effective semi-simulation of WALL-E's existence, the game does a sterling job. Unfortunately as a game it falls down in a number of key areas.

Much like your avatar winds up doing on a fairly regular basis, in fact. WALL-E's biggest failing is its controls. It's not that there's anything wrong with how they're supposed to work, it's more the fact that they just don't. For starters, it's high-on impossible to get

WALL-E to move in a perfectly straight line. That wouldn't necessarily be an issue, but for the fact that you're asked on a fairly regular basis to perform precision jumps, which not only require very good positioning, but you'll need to have built up enough momentum to make these leaps. You'll be able to work out what to do next though, thanks to the generally fine level design, but executing it is another matter.

One early test in the game had us leaping over a series of huge drops, with WALL-E returning to the very beginning of the sequence after each fall. It took us half an hour to do something which should have taken 30 seconds. Couple that with a camera that revels in moving when you least

The PSP version doesn't look quite as impressive as the home console versions, but this shot should give you a good idea of what to expect.



"As an effective simulation of WALL-E's existence, the game does a sterling job"

want it to, and you've got a good game that's instantly spoiled.

It's a great pity, as there's plenty to admire here. WALL-E himself is well-realised and animated, and the puzzles (which generally involve block throwing and blowing up) are niftily constructed. With tighter controls this would have been a superior licensed game. As it is, the constant shifting from ludicrously easy to frustratingly difficult will put off all but the most patient of gamers. ●

Chris Schilling

HGZine
Verdict

Plenty to admire but a blockbuster this ain't...

PSP

- WALL-E looks great...
- ...but he controls badly
- Some frustration

6



Publisher: Eidos
Developer: Farmind Ltd
Heritage: Puzzle Scape,
WSOP 2008
Link: N/A
OUT NOW

Wacky Races: Crash & Dash

This crazy touchscreen racer recreates the chaos of the cartoon

A game based on Wacky Races was never going to be your average racing affair, and so it proves, with Eidos wisely choosing to opt for something completely different. Rather than adopt a traditional button-

based control scheme, you manoeuvre your vehicle by dragging your stylus ahead of it in a third-person view on the bottom screen. If you want to go faster, move your stylus further away – to slow down, hold it close to your vehicle. The control scheme works well for the most part, though the viewpoint is fixed just a little too close to your racer, meaning you'll have very little time to react to the twists, turns, humps and bumps that make up each rally. In other words, it's a qualified success, much like almost every other element in the game.

All the series' well-known characters are available, except Dastardly and Muttley – who you aren't allowed to play as because there's a chance you'd win a race, which of course never happened in Wacky Races. The devilish duo will pop up a few times per race and attempt to snare you in one of their traps – cue a touchscreen minigame which asks you to swat mechanical mosquitos, cut gas clouds in half, or pump up your tyres. They're usually very simple, but make for an

appropriate diversion, given the bizarre nature of the races themselves, and they're heralded by some amusing, brief and – thankfully – skippable cutscenes. Successfully complete the minigame and you'll be bumped up a few places. Fail, and you'll find yourself at the back of the pack.

Strange power-ups, final furlong scrubbing and blowing to power your racer over the finish line, and stylus-

based car repairs when you're damaged all add to the chaos. It's all rather short though, and a little too easy for seasoned gamers, but kids are sure to get a lot of fun out of it, and adults will undoubtedly smile thanks to the nostalgia factor. Not bad. ●

Chris Schilling



It's worth playing as every racer just to see each one's powers – some of which are quite amusing.



Having to constantly scrub and blow into the mic at the end of the race means this isn't one to play on the bus or train.



Roll over screen for annotations

"Wacky Races is all rather short, and a little too easy for seasoned gamers"

HGZine
Verdict

A few flaws nobble this racer just before the finish line

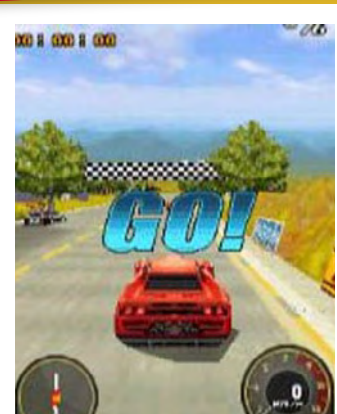
DS

- Great use of the license
- Muttley's laugh!
- Too short and easy

6

MOBILE REVIEWS

All the latest from the world of mobile phone gaming



Race Driver: GRID

Publisher: Glu
This speedy mobile release is undoubtedly one for all the petrol heads out there. Sporting a highly polished graphical sheen, GRID shows how great mobile phone gaming can look. The core gameplay is less inspiring, but this remains a worthwhile purchase regardless and is one of the best-looking racers we've seen in quite some time.

- Lush visuals
- Neat Career mode
- Slowdown in places

Pretty, but ordinary gameplay **7**

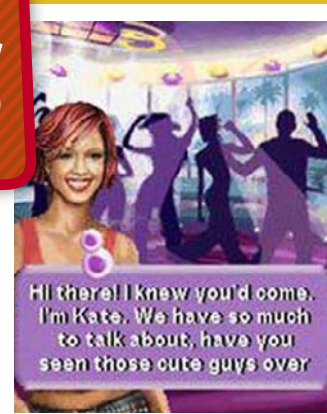
The Incredible Hulk

Publisher: Hand-On Mobile
The big green fellow is gracing cinema screens once more, so it's no surprise that there's a mobile game to coincide with this release. It's also rather unsurprising that the gameplay involves smashing things up. The aim is to guide Hulk around the levels, punching baddies and picking up objects to use as projectiles. While it's good fun initially, it soon becomes tiresome.



- Fun for a while
- Repetitive
- Average graphics

Sadly not a 'Hulk smash' hit **5**



AMA Pulling Power

Publisher: AMA
It's fair to say that love is a complex thing at the best of times but in the world of AMA Pulling Power, things are a lot more simple – it's just a matter of answering certain questions properly. This lightweight dating simulator certainly looks presentable and is fun for a few minutes, but it's hardly an accurate representation of the blissful wonders of courtship and soon becomes bland and dull. It's possible that it may appeal to giddy teenage girls but everyone else should give it a fairly wide berth and get on with doing the real thing with real people.

- Looks pretty
- Dull gameplay
- Questionable premise

About as realistic as Hollyoaks **4**

Boom Blox

Publisher: EA Mobile
Steven Spielberg's recent foray into the world of interactive entertainment has done a pretty good job of pleasing Wii owners and it's nice to see that this mobile adaptation manages to replicate all of the fun of its home console parent. The 3D viewpoint has obviously been sacrificed in the conversion to the mobile game but thankfully it's not detrimental to the gameplay one little bit, which is thoroughly addictive and perfect for the 'pick up and play' nature of mobile phone gaming. This is another must-have title mobile game and another hit for Spielberg.



- Compulsive gameplay
- Clean visuals
- Ace level editor

A mobile triumph **9**



RECOMMENDED
Four mobile games you must own

James Bond: Top Agent
(Sony Online Entertainment)
Shaken not stirred.

Playman Summer Games 2
(RealArcade)
Good preparation for the Olympics.

SonSon
(Eurofun)
Capcom's crusty classic reborn.

Get Cookin'
(Glu)
Cookin' Mama for your mobile.



The Chronicles of Narnia: Prince Caspian

Publisher: Disney Interactive
If you're the kind of gamer that appreciates fine 2D artwork, then Prince Caspian is going to seriously impress you. The graphics are gorgeous, with large, highly detailed characters striding around wonderfully lush locations. Sadly, all this eye candy manages to conceal a rather disappointing game, which is too simplistic and repetitive to be an enjoyable experience. It's a crying shame though, because visually at least, Prince Caspian is a worthy representation of the epic tale.

- Jaw-dropping graphics
- Boring gameplay
- Repetitive combat

Great graphics, dull gameplay **5**

> Inbox

Your questions answered and your fears put to rest, courtesy of HGZine!

AS MORE AND MORE computer-animated films are released and more and more games are made that are based on them, do you think that it's fair to say that these film licenses should be better than other ones, as they've got a head start in the graphics department – in that the developers are able to make games with characters that look identical to the ones in the films the games are based on? Me and my mates were arguing about this, so please tell me that I'm right about this!

Steven Willis, Oxford

>> We think that's a pretty good point you've got there Steven, as a lot of the atmosphere of a game is created by the graphical style and the characters.

Having said that though, without a decent game to back it all up, all the pretty graphics in the world can't make a winning game – which seems to be the case with the majority of film licenses.

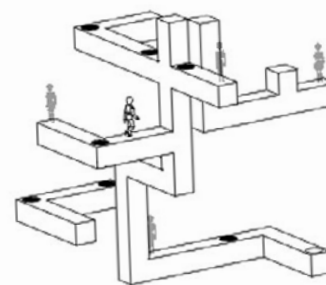
I WAS READING ABOUT A GAME on the PSP called Echochrome recently and it looks pretty interesting. Do you know any more about it? And does games like this one and LocoRoco mean that the PSP is finally ready to challenge the DS for its more, shall we say, 'interesting' titles that are appearing on it?

Chris Copeland, Brighton

>> We've got a two-page preview of Echochrome in this very issue Chris, and you'll be delighted to hear I'm sure, that it's every bit as weird and wonderful as we'd hoped it would be. And some of the recent PSP releases would indicate that the developers are finally starting to branch out a bit, but I think that they've got some way to go before the PSP can challenge the DS for more interesting titles – check out our preview of Driving Theory Training this month for proof of that.

A FRIEND OF MINE bought Guitar Hero: On Tour from an importer (it was the American version) and I just wanted to say how impressed I was. The grip thing works so well!

Helen Walter, Peterborough



Echochrome on the PSP is weird, but oh so wonderful, too.

>> We were impressed too, Helen. Somehow, Activision and the developers have made something that could've been so wrong and turned it into something so right.

WHAT IS THE BEST GAME out of FIFA 2008 and PES? My friend loves FIFA but I personally think that PES is the king of footy games. What do you think?

James Price, Huddersfield

>> We think that we can't believe we're still being asked this question!



Guitar Hero: On Tour – a great game, and it's all thanks to this...

GAME MATTERS

Small nugget-sized musings on the games you're playing

I'M REALLY STUCK PLAYING Everybody's Golf 2. Is there any tips you can give me to make it a little bit easier?

Greg Proops, London

>> Yes Greg, there is. See that small white ball in front of your character? Hit that towards the flag, and keep hitting it until it drops in the hole (or 'pin'). Keep doing that and you'll be fine.

WHY ARE the LEGO games so good? I loved LEGO Star Wars (both of them!) and now Indiana Jones is even better – in my very humble opinion!

Robin Skinner, Wrexham

>> Ah, you've got to thank the developers for that Robin, as Traveller's Tales are some of the best in the business. We can't wait to play LEGO Batman, but think that LEGO Spider-Man could be even better.

WHEN ARE WE GOING to see some decent Resident Evil games on either the PSP or DS?

Will Black, Birmingham

>> We've been imagining what the original would look like on the DS, and we wish Capcom would release it. Pretty please?

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